

PROPAGATION

an amateur radio card game

Product Overview

Propagation is an amateur radio-themed card game for ages 7+. Players collect the most QSL points by rolling a ten-sided die, applying appropriate band, antenna, and other modifiers, and strategizing around the ever changing atmospheric propagation conditions.



Description

 2-4 players  ~30-45 min

Comes with 10 various propagation effects, 4 frequency band and 4 antenna cards per player, and 39 world-wide potential radio contacts in a handy hard plastic hinged case that doubles as a dice tower for the included d10.

Bonus and special effect cards add another layer of strategy to the game.

Good luck, and 73!

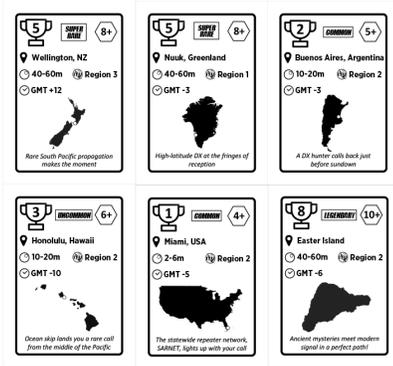
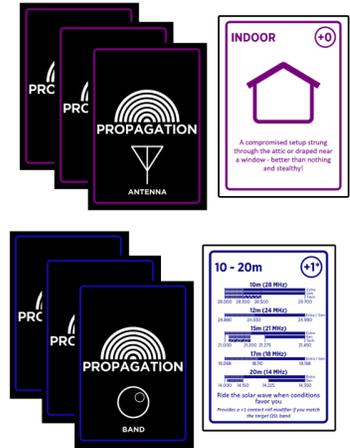
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PROPAGATION

HOW TO PLAY

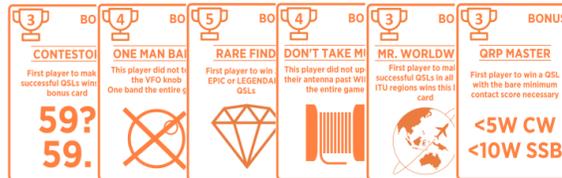
Setup

- Each player begins with:
 - 4 unique **ANTENNA** cards, starting with INDOOR
 - Leave the remaining 3 in order beneath
 - 4 unique **BAND** cards, with one randomly drawn
 - Leave the remaining 3 face down



- Shuffle and distribute 6 **QSL** cards face up on the playing field to form a "DX Cluster"
 - If any **SPECIAL** cards are drawn, replace them randomly in the **QSL** deck, and draw a different contact for the DX Cluster
 - Place the rest of the **QSL** deck nearby

- Shuffle the **PROPAGATION** effect cards, and draw one.
 - PROPAGATION** effects apply to the target **QSL** card's band, not the player's **BAND**(s)



- Optionally, you may include the **BONUS** cards for increased strategizing
 - Display all **BONUS** cards face up for reference during play
 - Some apply only to the first player to earn it, some apply to all players who meet the conditions at the end of the game

Beginning the game



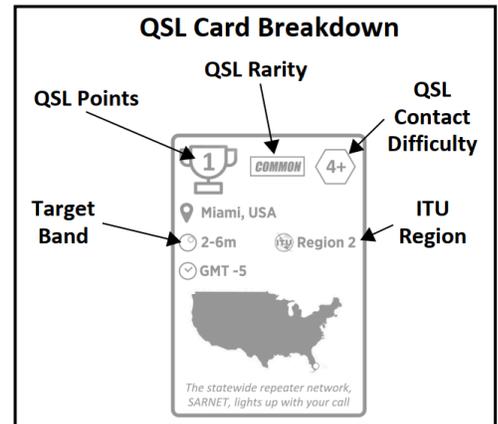
- The starting player calls out which **QSL** contact in the DX Cluster they are attempting to contact; *then* rolls the d10 die to establish a contact roll value



- Players can make contact with *any* **QSL**, even if they do not have a **BAND** match.



- The player sums the contact roll and any modifiers from having a matching **BAND**, **ANTENNA**, **SPECIAL** modifiers, and **PROPAGATION** effect



- If the total value is equal to or greater than the **QSL** Contact Difficulty, the player earns the contact, and replaces it with a new one from the **QSL** deck
 - If a **SPECIAL** card is drawn, the player keeps it, and draws another to keep the DX Cluster at 6 cards

During the game

- Play continues in turn, with players calling out their target QSL
- A new **PROPAGATION** card is drawn when all players have had a turn
- Every time a player collects 3 **QSL** contacts, they may optionally upgrade their **ANTENNA** by one and draw an additional **BAND** card
- If the DX Cluster consists of all high Contact Difficulty cards, the players may agree to reshuffle and establish a new DX Cluster
- If playing with **BONUS** cards, they are called by the players as earned



Finishing the game

- The game is over when either all **PROPAGATION** cards have been drawn (short game) or they are reshuffled and replayed until all **QSLs** are taken (long game)
- The player with the most **QSL** (and **BONUS**) points wins!